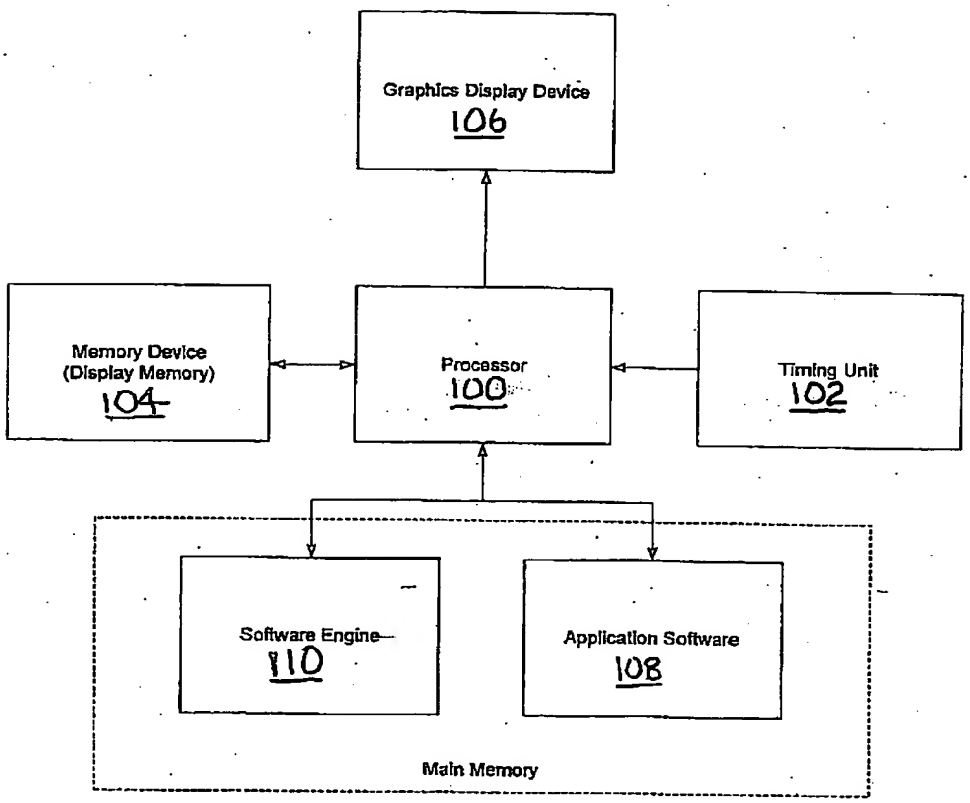
Graphics Display Device
106
Memory Device
(Display Memory)
104
Processor
100
Timing Unit
102
Software Engine
110
Application Software
108
Main Memory

Fig. 1

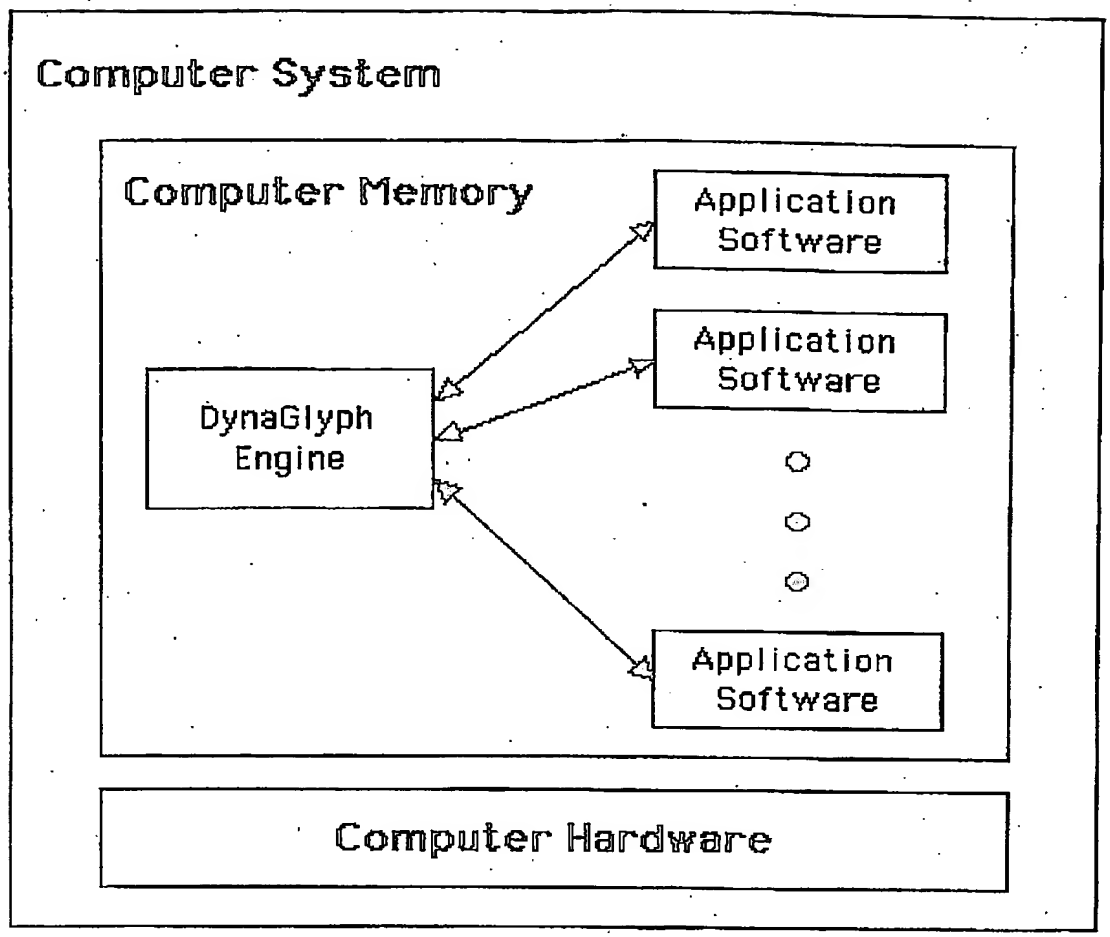
Computer System
Computer Memory
Application Software
Application Software
DynaGlyph Engine
Application Software
Computer Hardware

Fig. 2

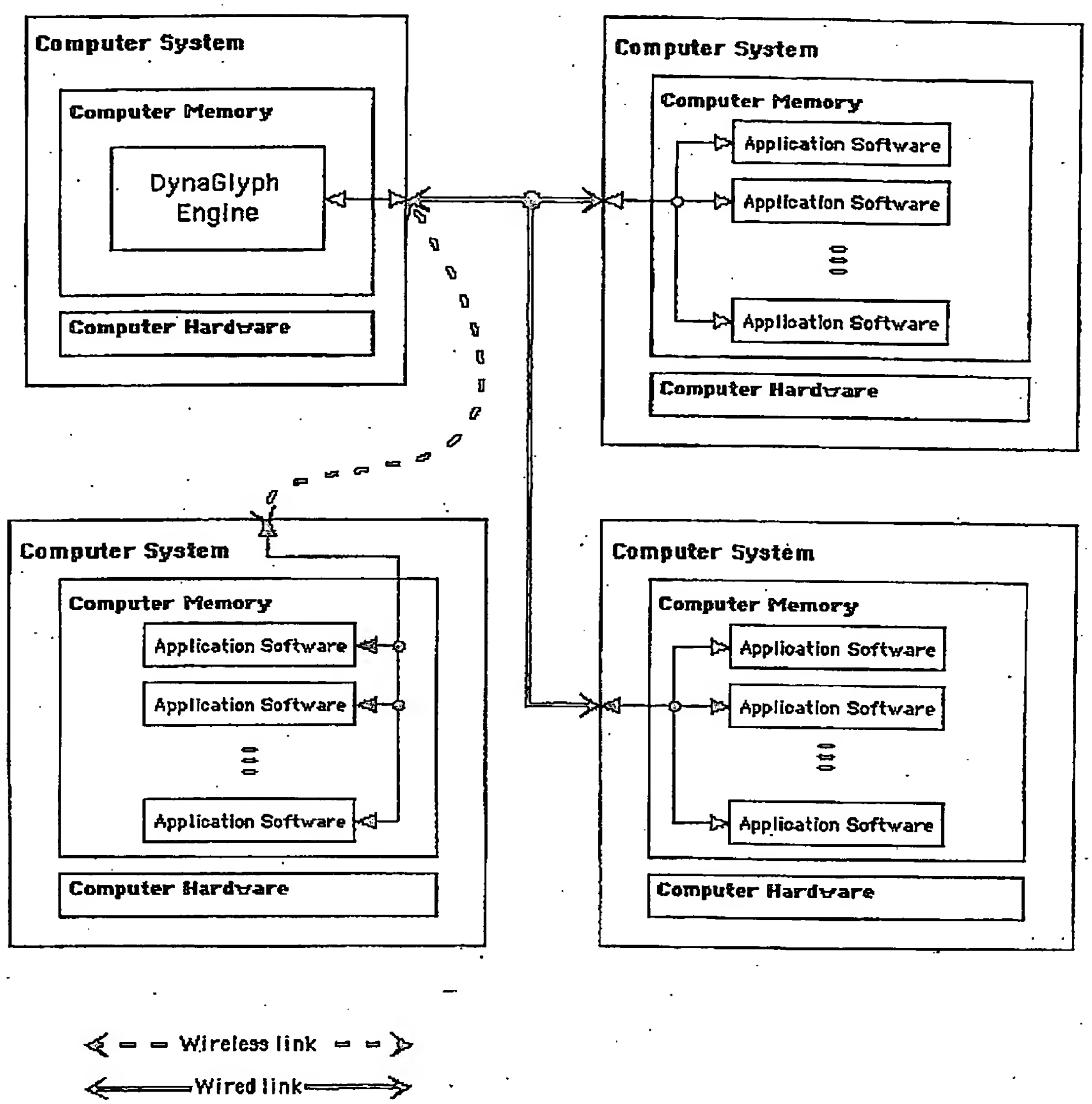

Fig. 3

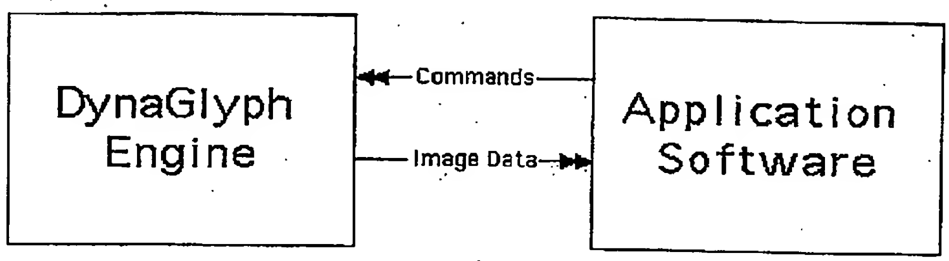

Fig. 4

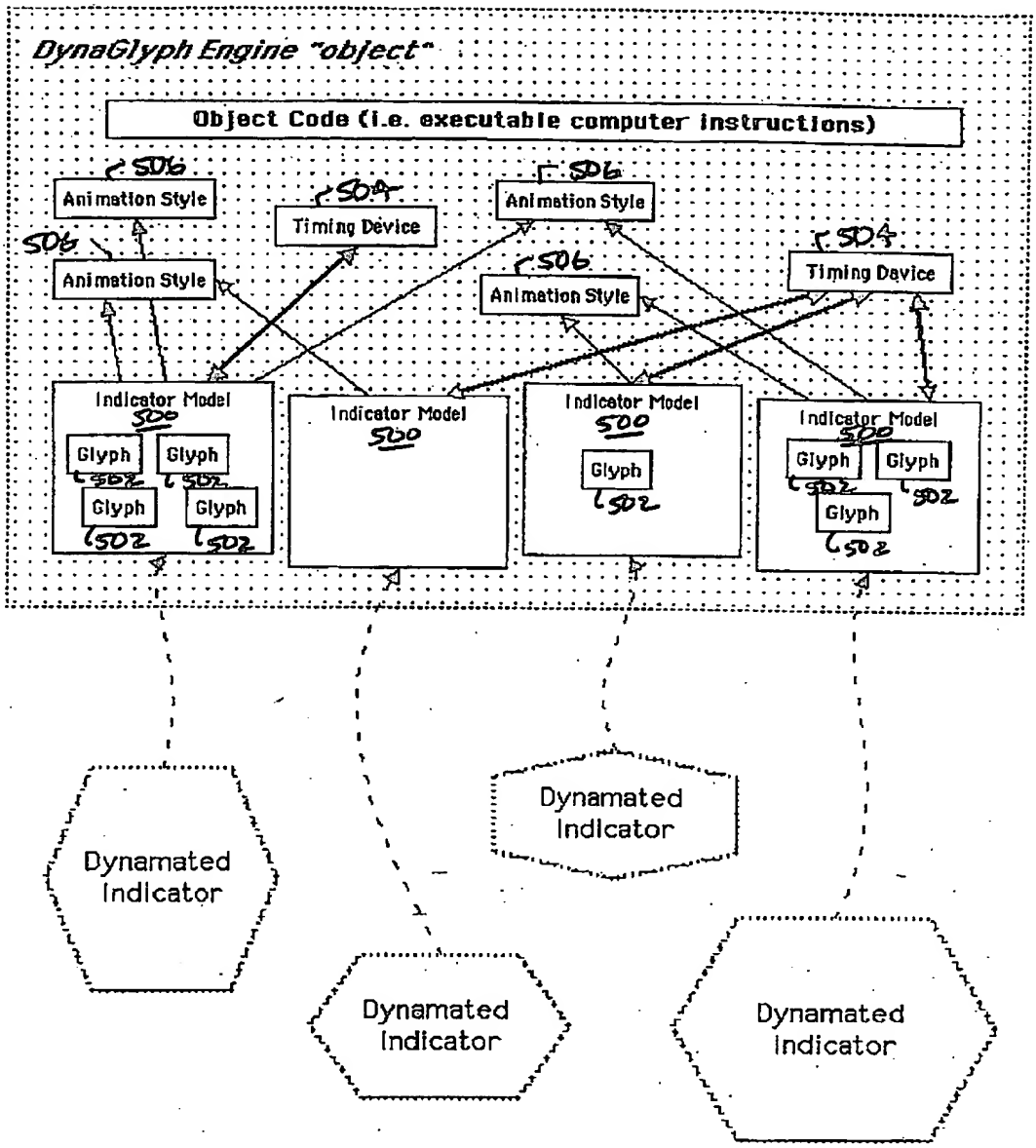
DynaGlyph Engine "object"
Object Code (i.e. executable computer instructions)
Animation Style
Timing Device
Indicator Model
Glyph
Dynamated Indicator

Fig. 5

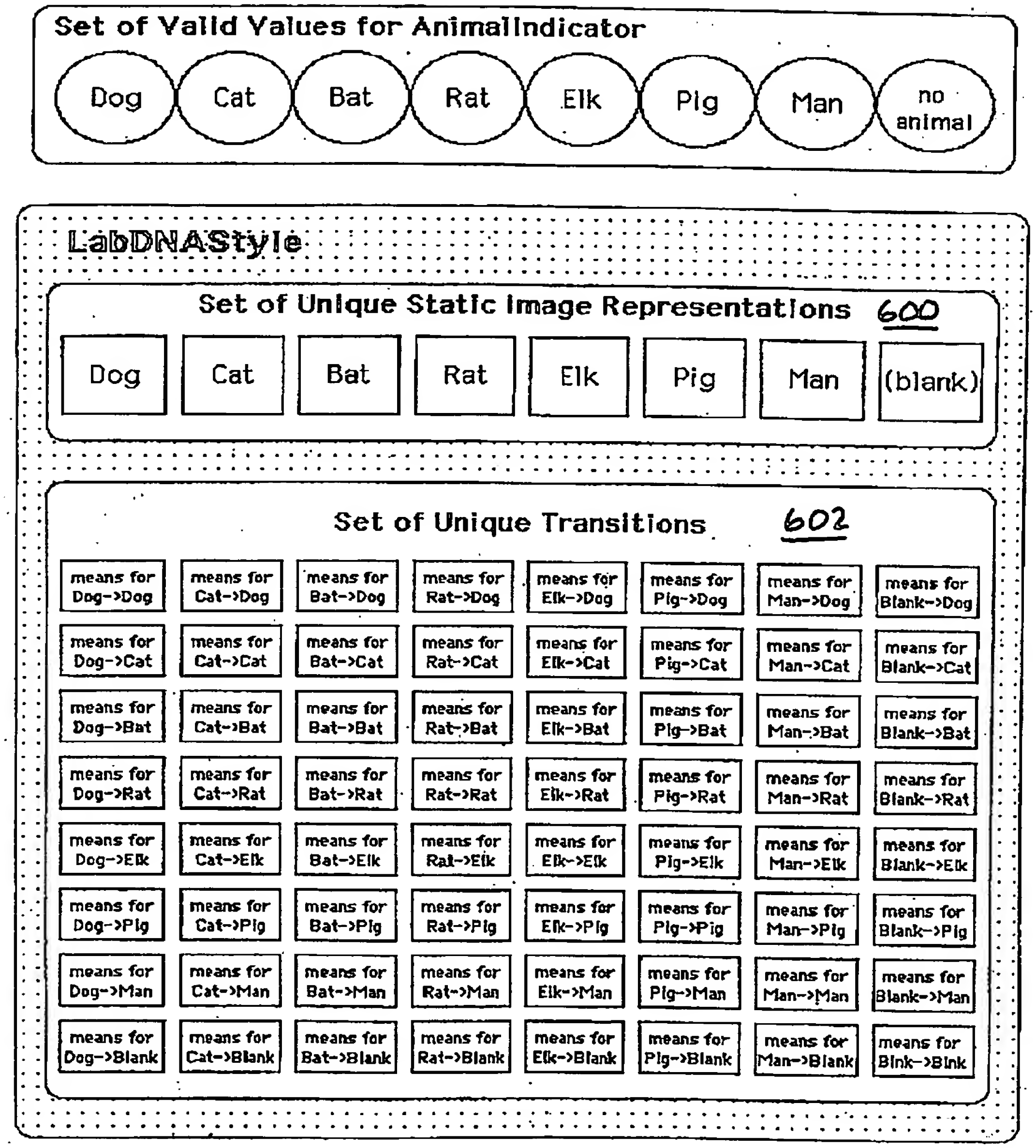

Fig. 6

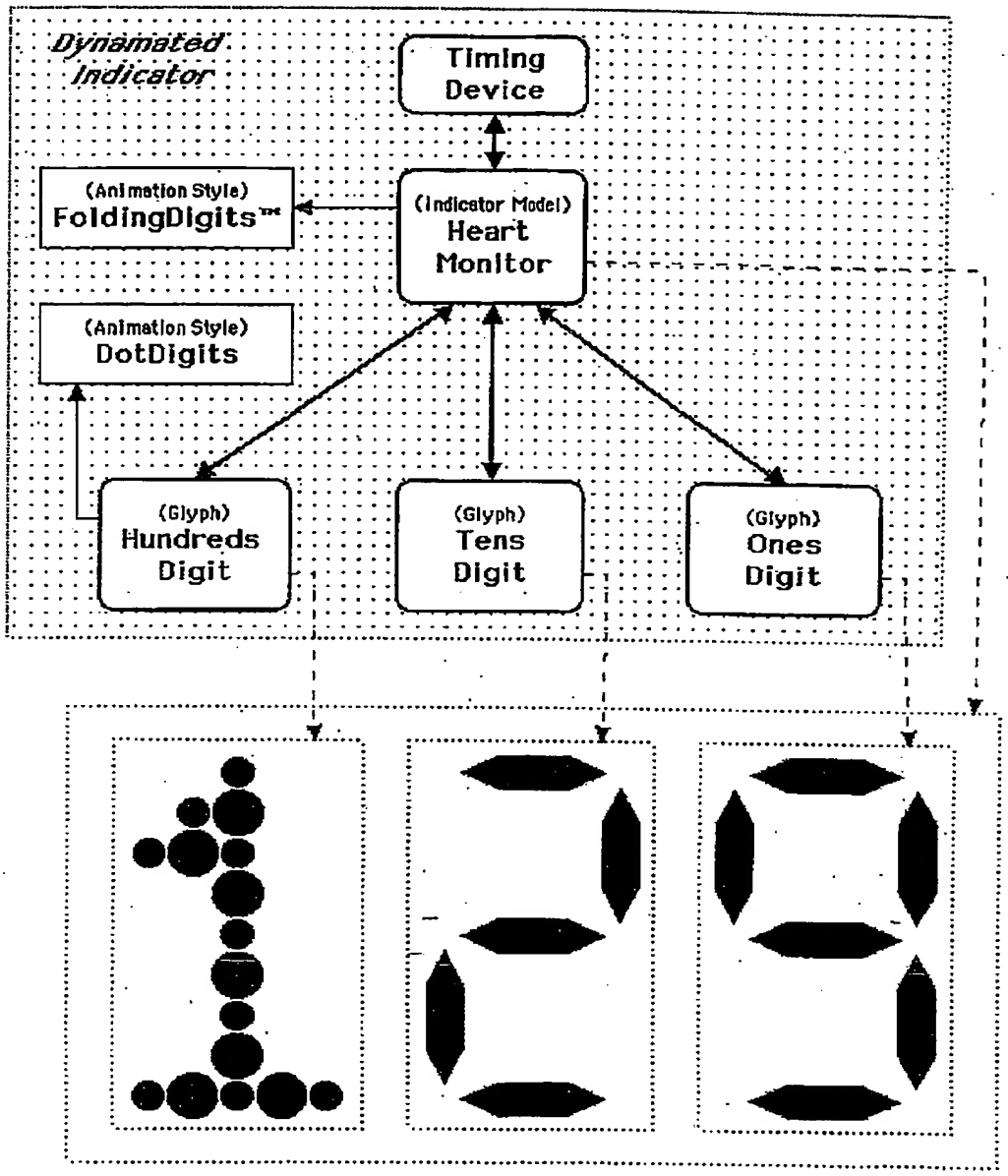

Fig. 7

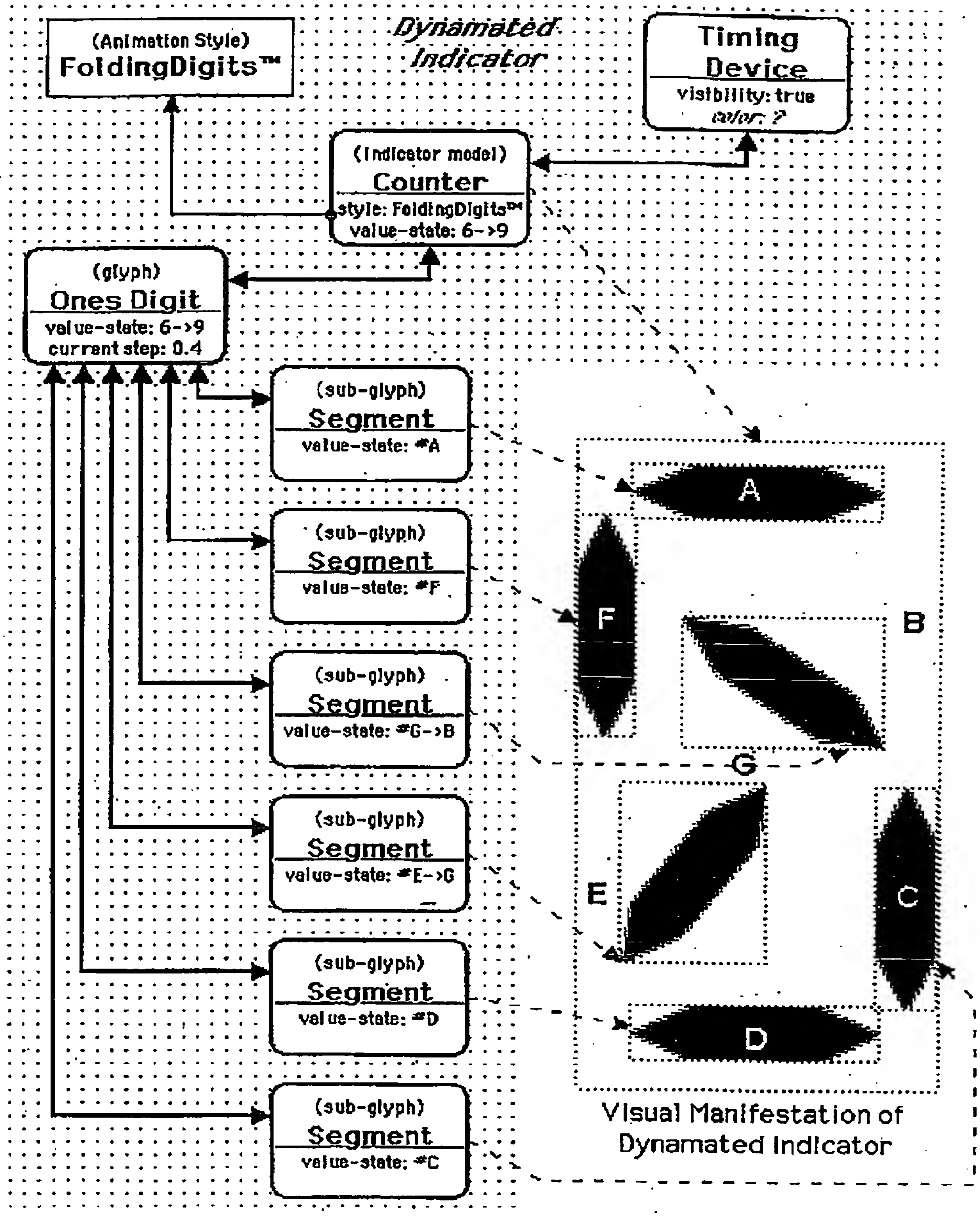

Fig. 8

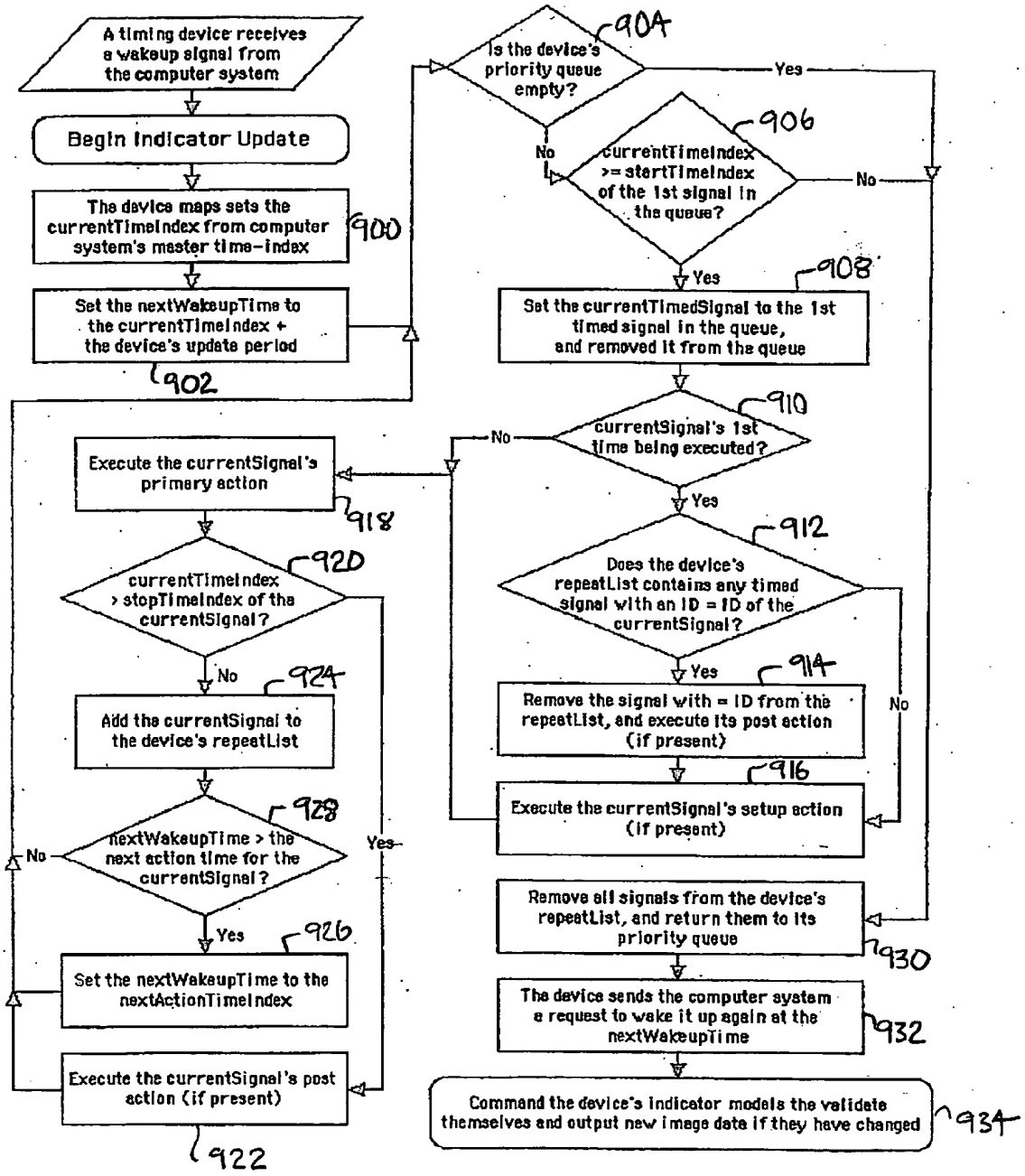

Fig. 9

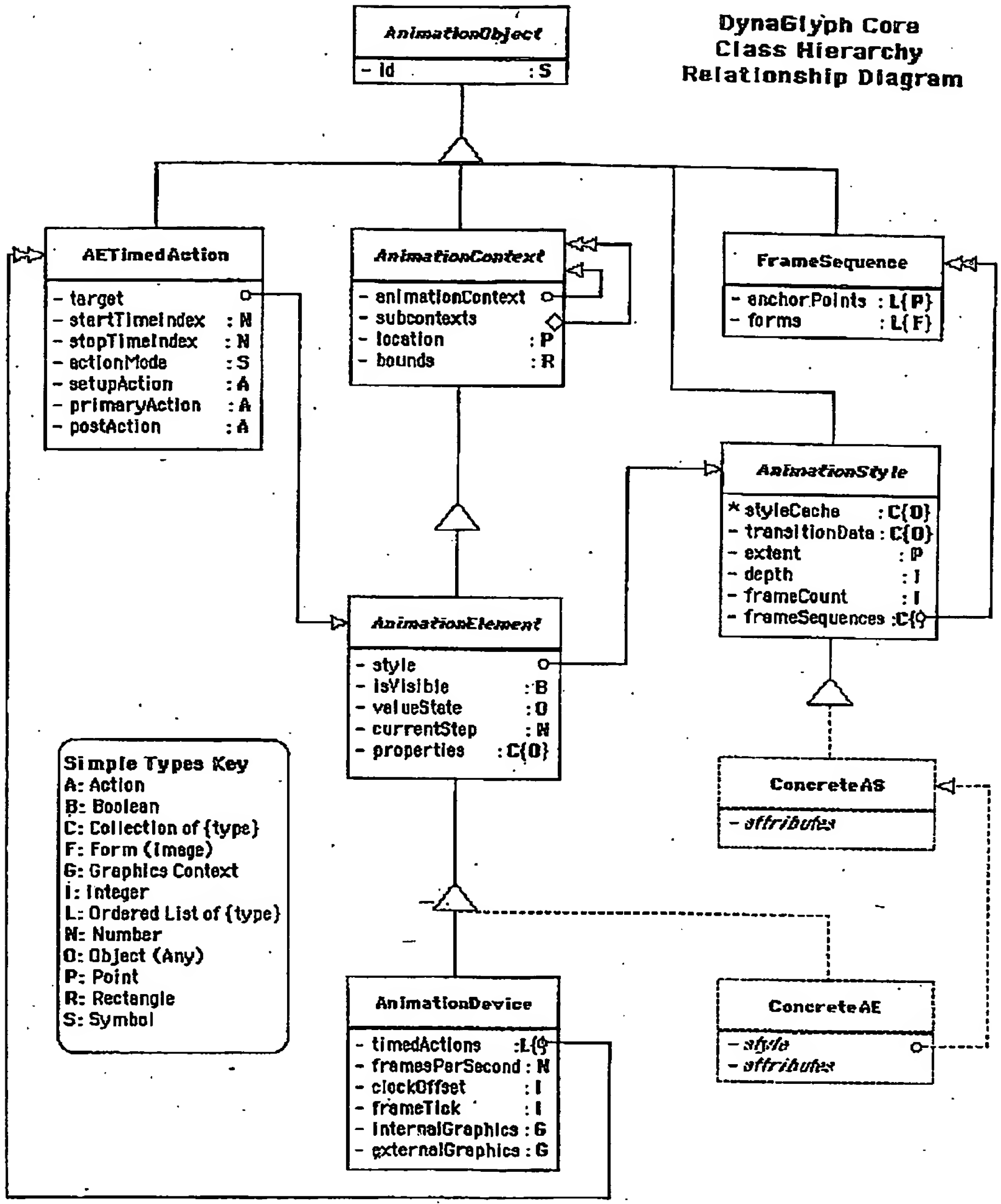
DynaGlyph Core
Class Hierarchy
Relationship Diagram
AnimationObject
- id :S
AETimedAction
- target
- startTimeIndex :N
- stopTimeIndex :N
- actionMode :S
- setupAction :A
- primaryAction :A
- postAction :A
AnimationContext
- animationContext
- subcontexts
- location :P
- bounds :R
FrameSequence
- anchorPoints :L{P}
- forms :L{F}
AnimationStyle
* styleCache :C{O}
- transitionData :C{O}
- extent :P
- depth :I
- frameCount :I
- frameSequences :C{
AnimationElement
- style
- isVisible :B
- valueState :O
- currentStep :N
- properties :C{O}
ConcreteAS
- attributes
Simple Types Key
A: Action
B: Boolean
C: Collection of {type}
F: Form (Image)
G: Graphics Context
I: Integer
L: Ordered List of {type}
N: Number
O: Object (Any)
P: Point
R: Rectangle
S: Symbol
AnimationDevice
- timedActions :L{
- framesPerSecond : N
- clockOffset :I
- frameTick :I
- internalGraphics : G
- externalGraphics : G
ConcreteAE
- style
- attributes

Fig. 10

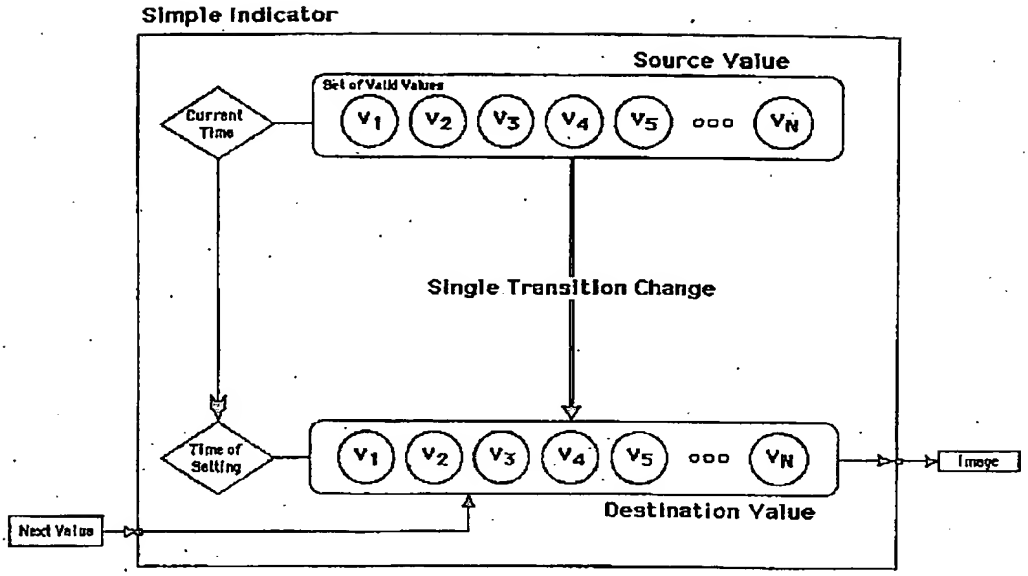

Fig. 11

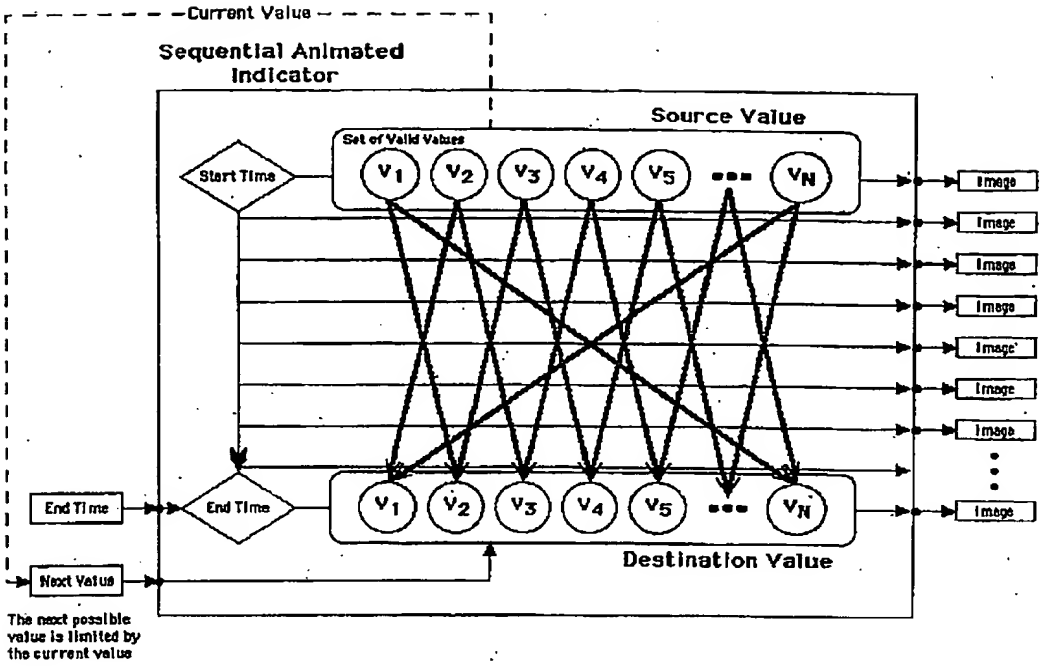
Current Value
Sequential Animated Indicator
Source Value
Set of Valid Values
Start Time
V1
V2
V3
V4
V5
VN
Image
End Time
End Time
Next Value
Destination Value
The next possible value is limited by the current value

Fig. 12

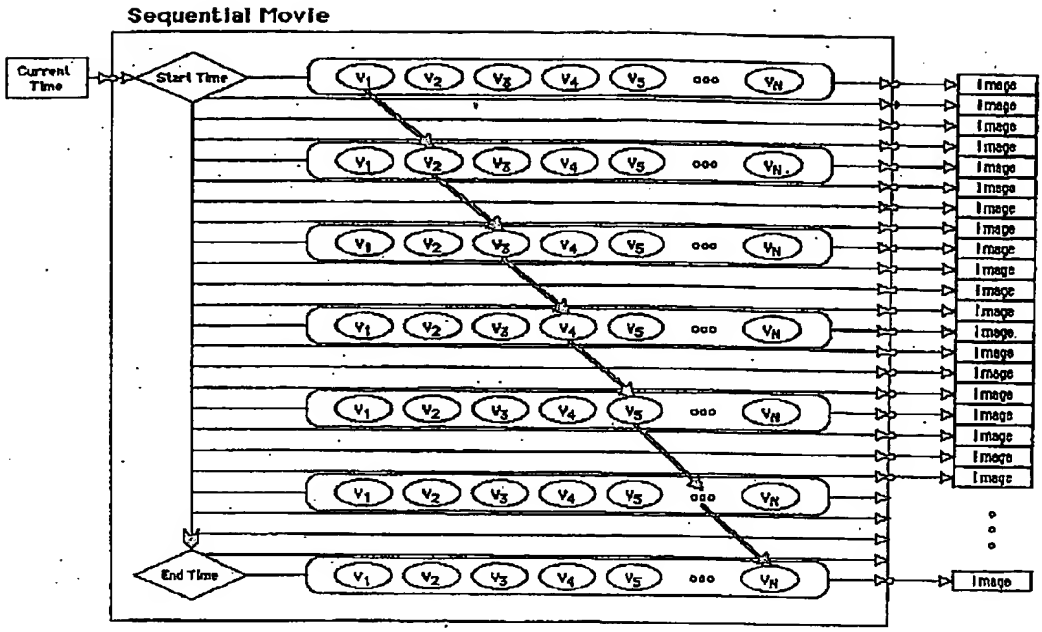

Fig. 13

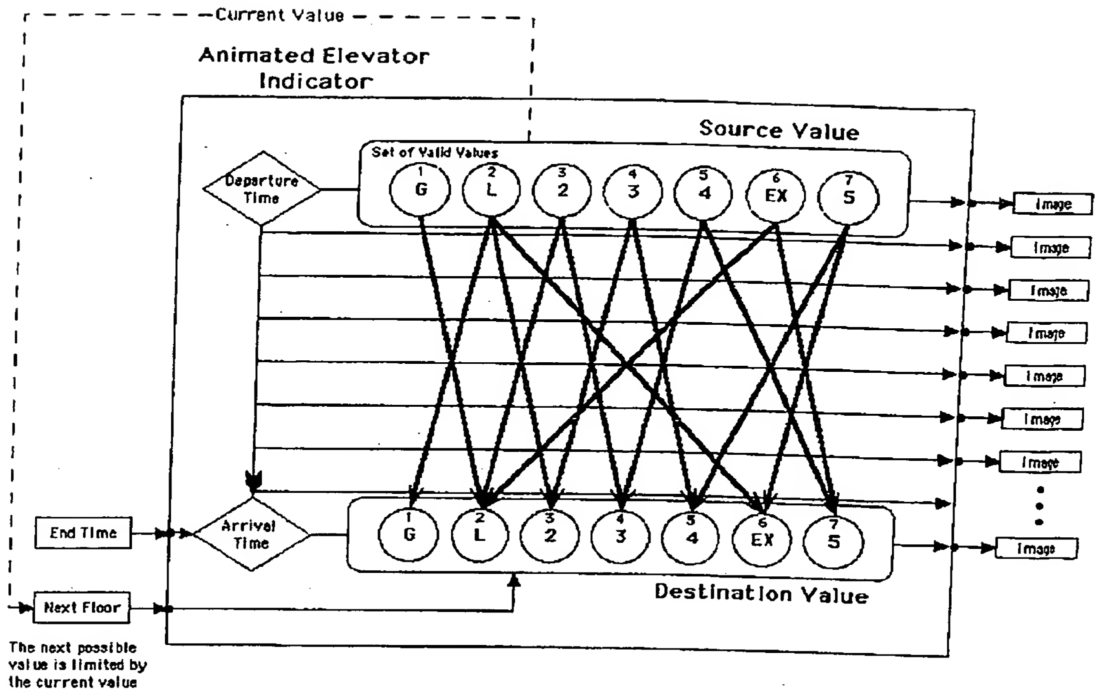

Fig. 14

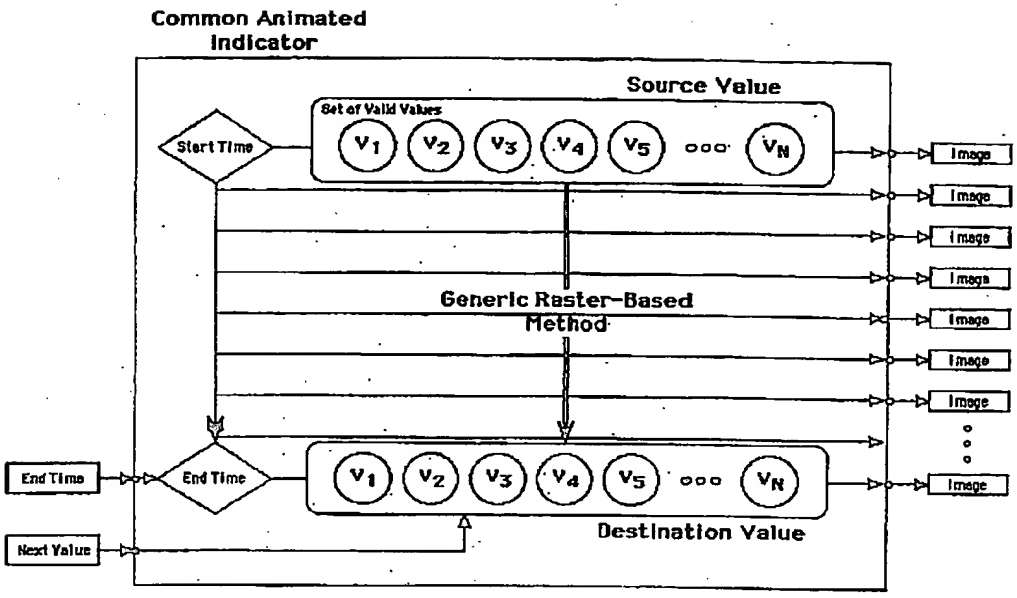
Common Animated Indicator
Source Value
Set of Valid Values
Start Time
V1
V2
V3
V4
V5
VN
Image
Generic Raster-Based Method
End Time
End Time
Next Value
Destination Value

Fig. 15

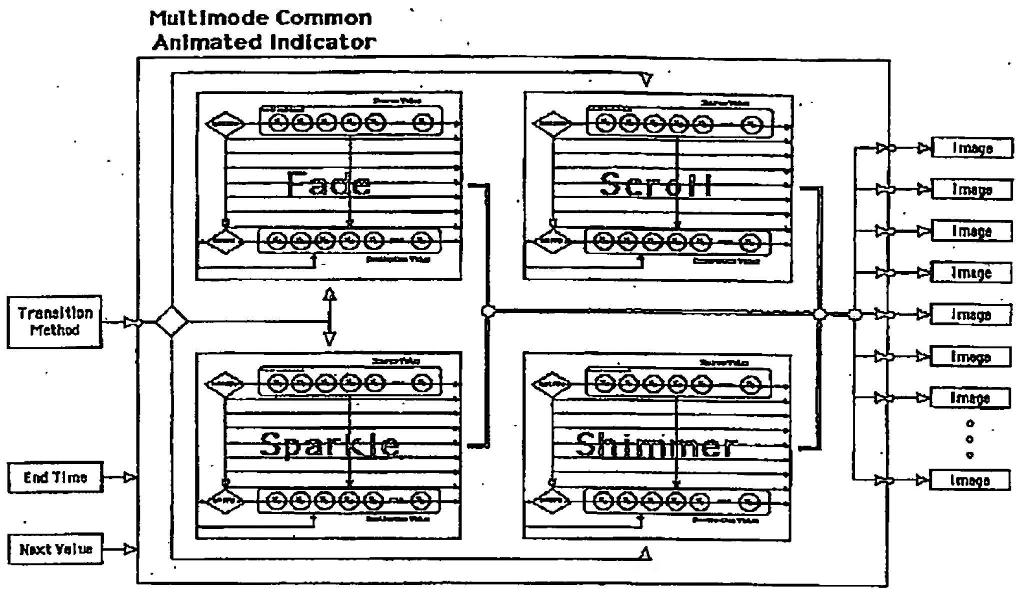
Multimode Common
Animated Indicator
Fade
Scroll
Sparkle
Shimmer
Transition Method
End Time
Next Value
Image
Image
Image
Image
Image
Image
Image
Image

Fig. 16

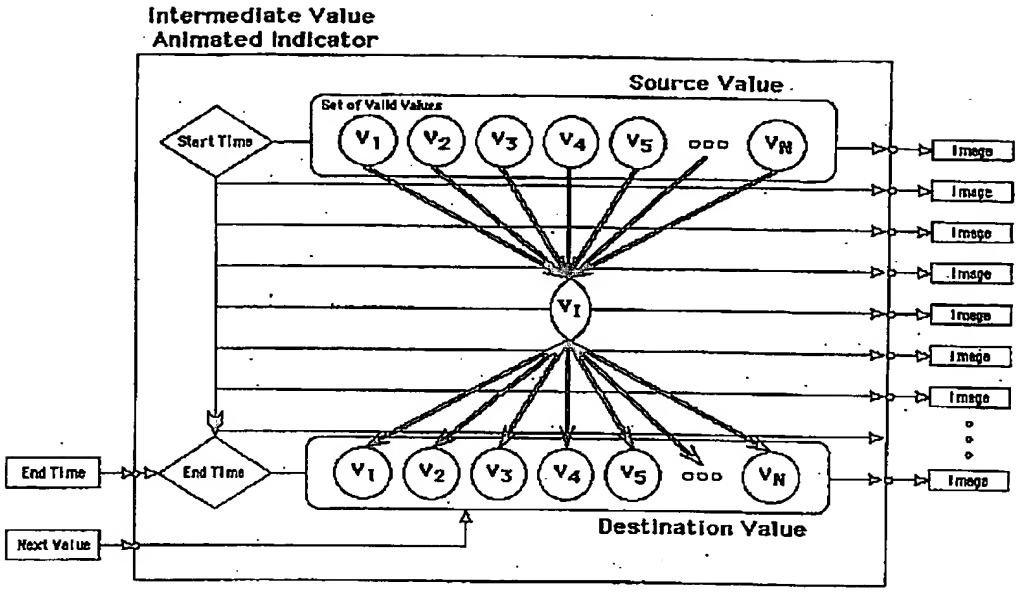

Fig. 17

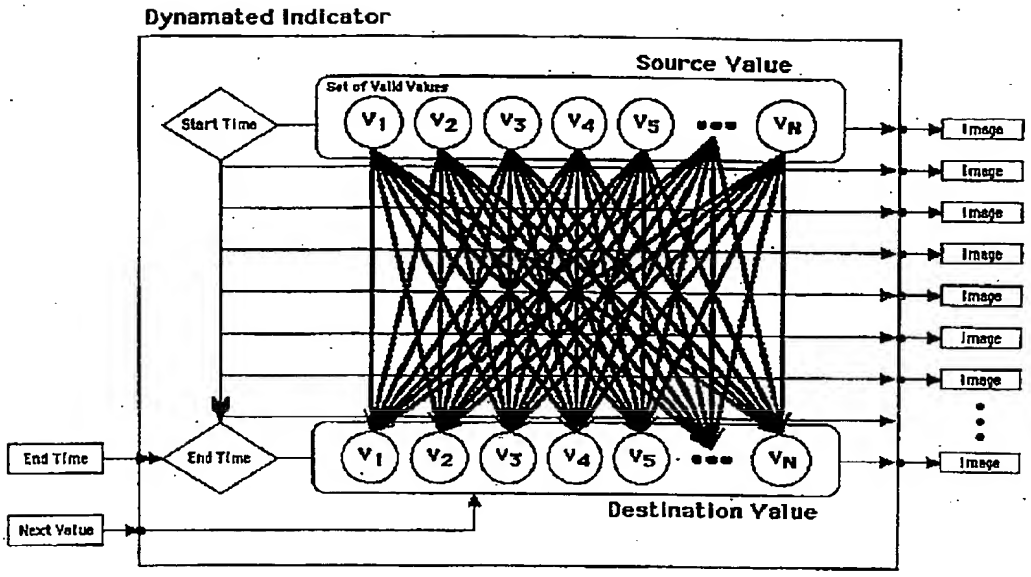

Fig. 18

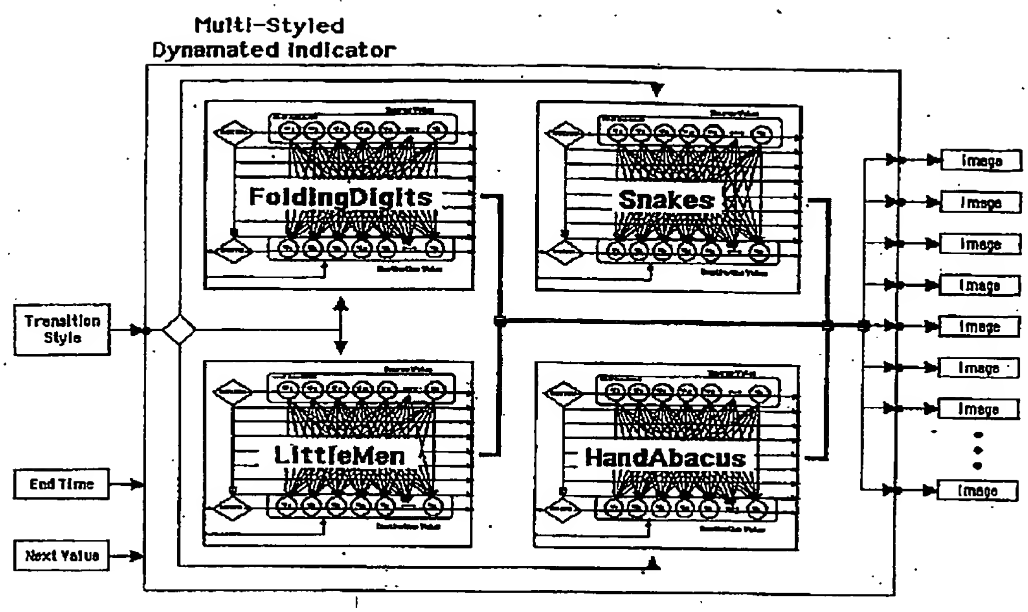

Fig. 19

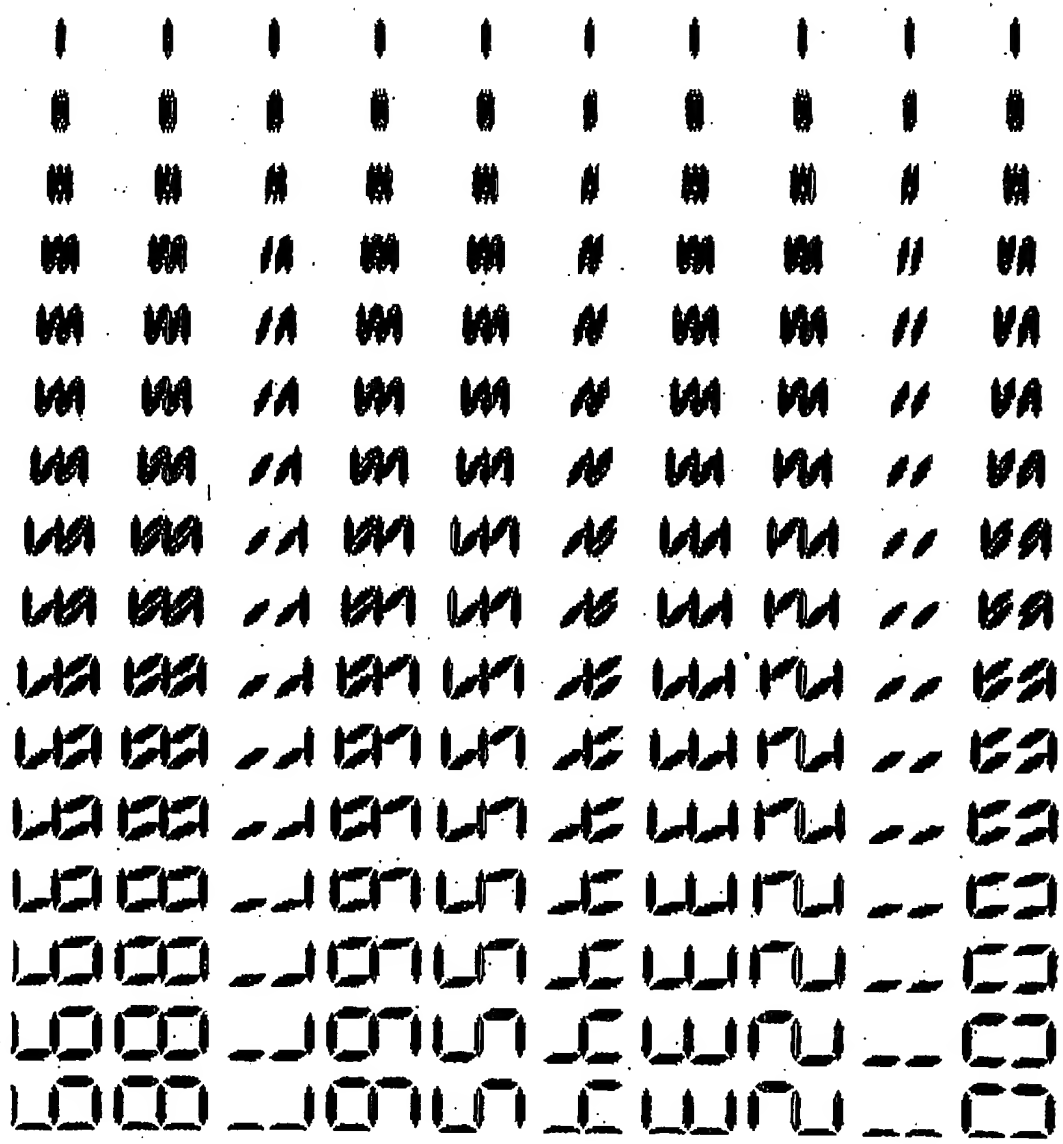

Fig. 20

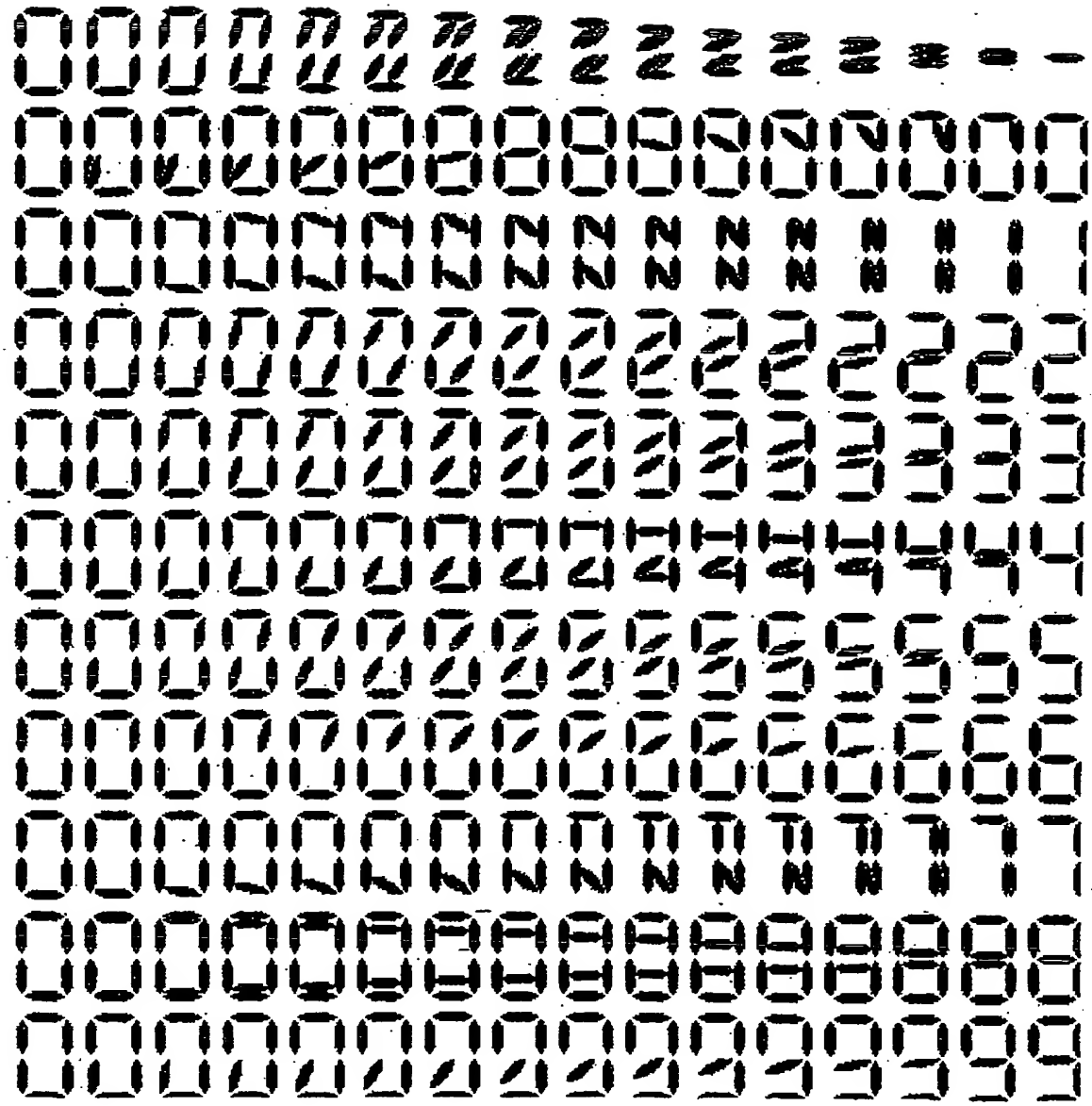

Fig. 21

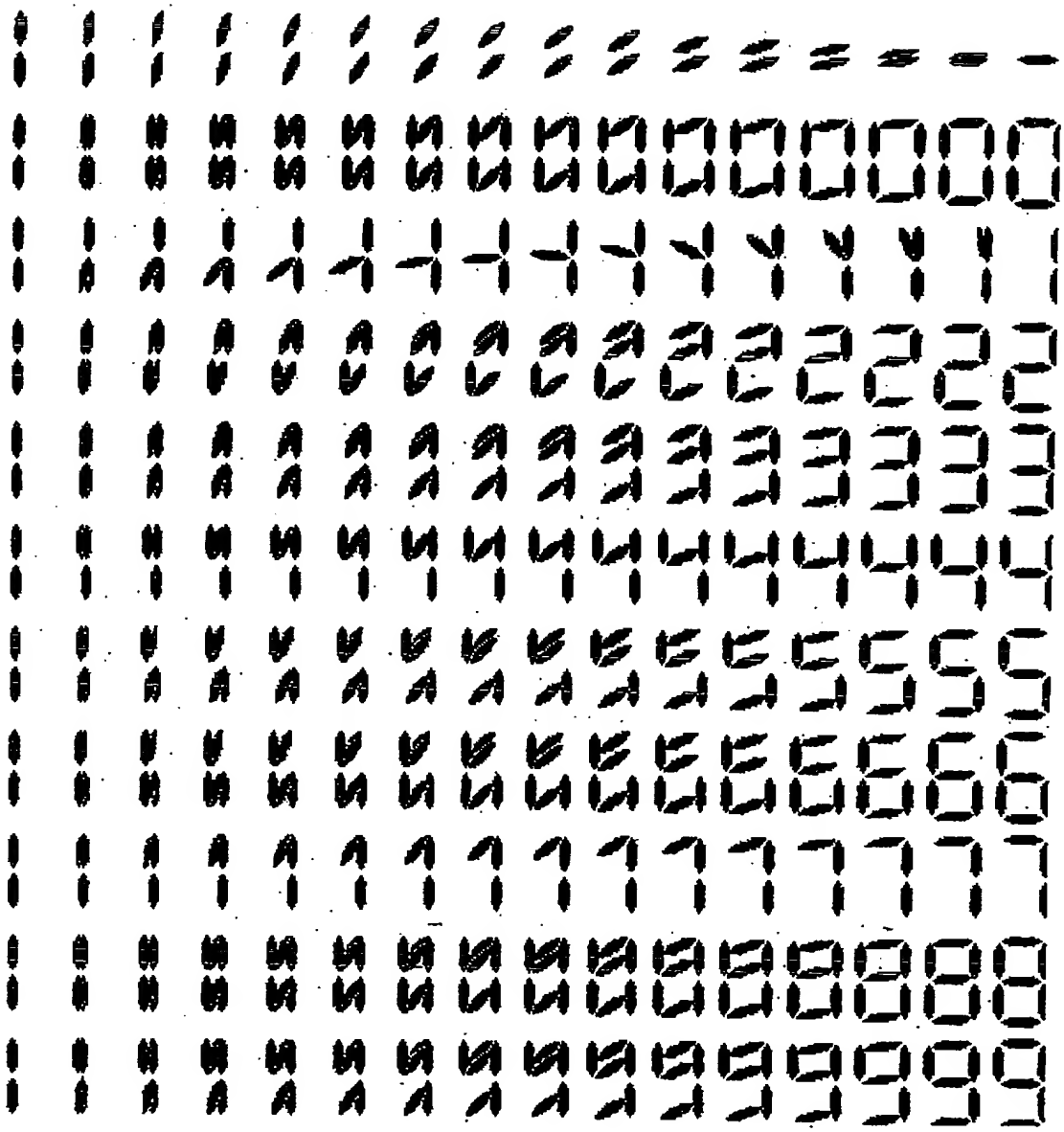

Fig. 22

Fig. 23

Fig. 24

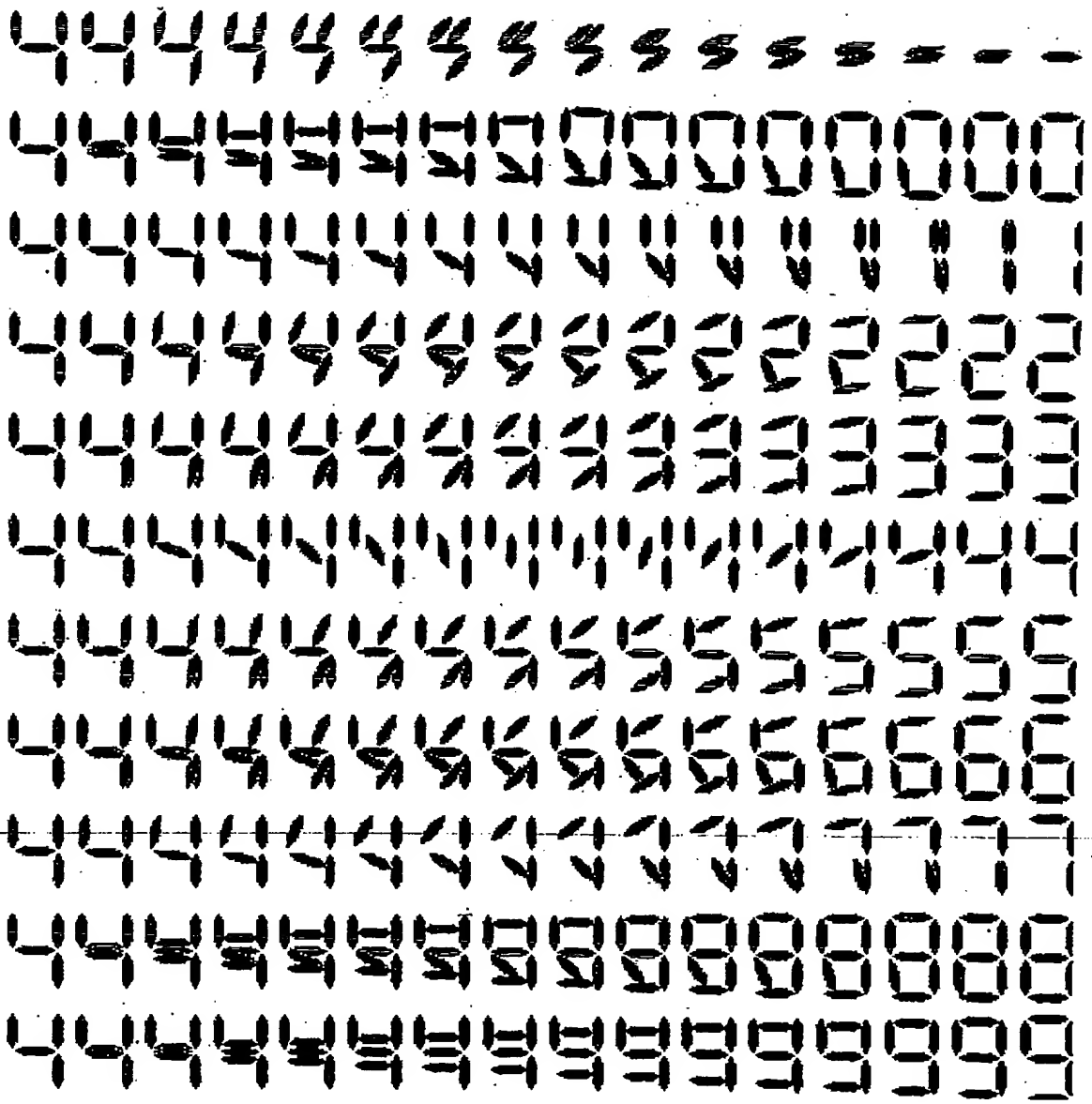

Fig. 25

Fig. 26

Fig. 27

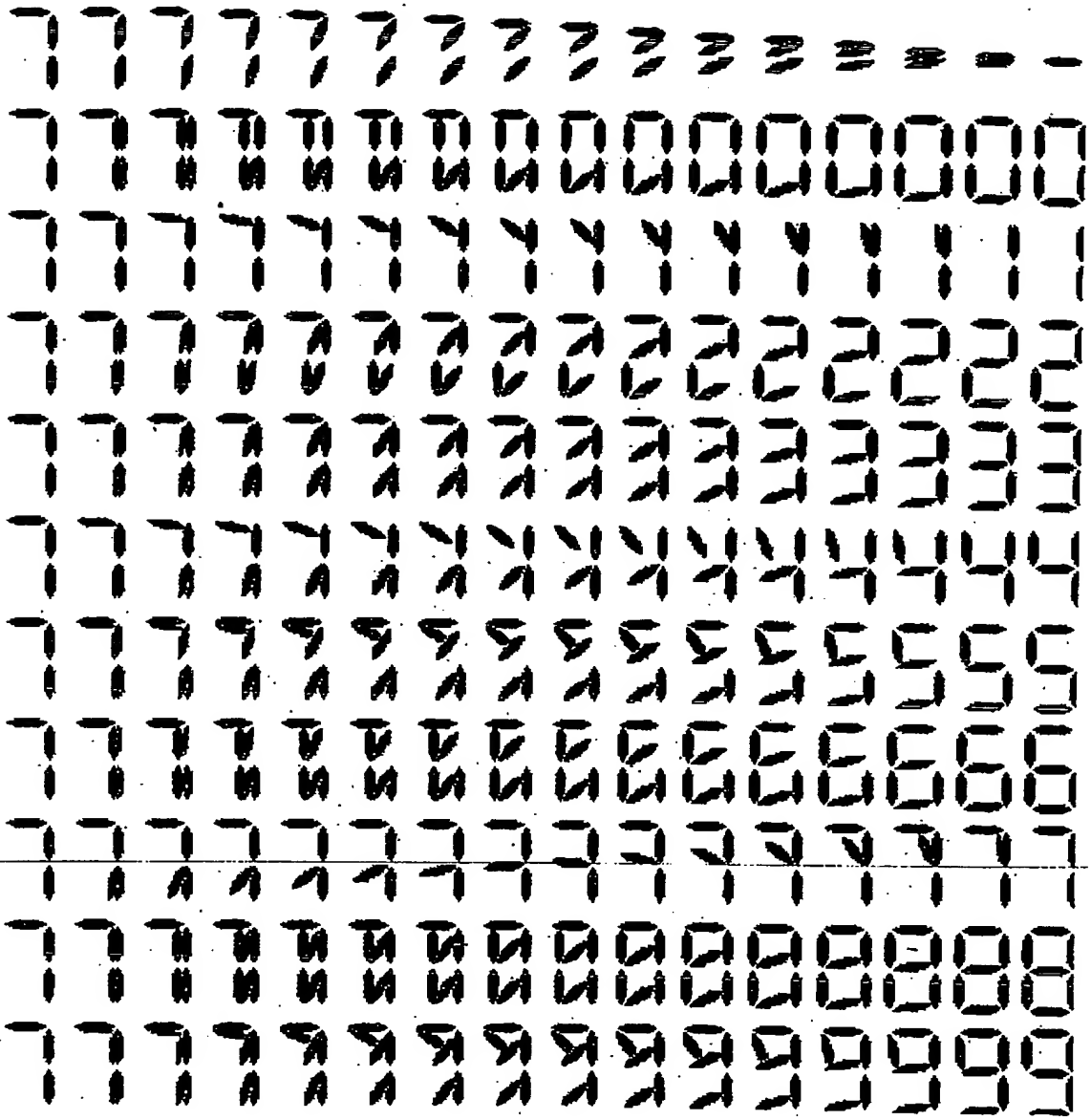

Fig. 28

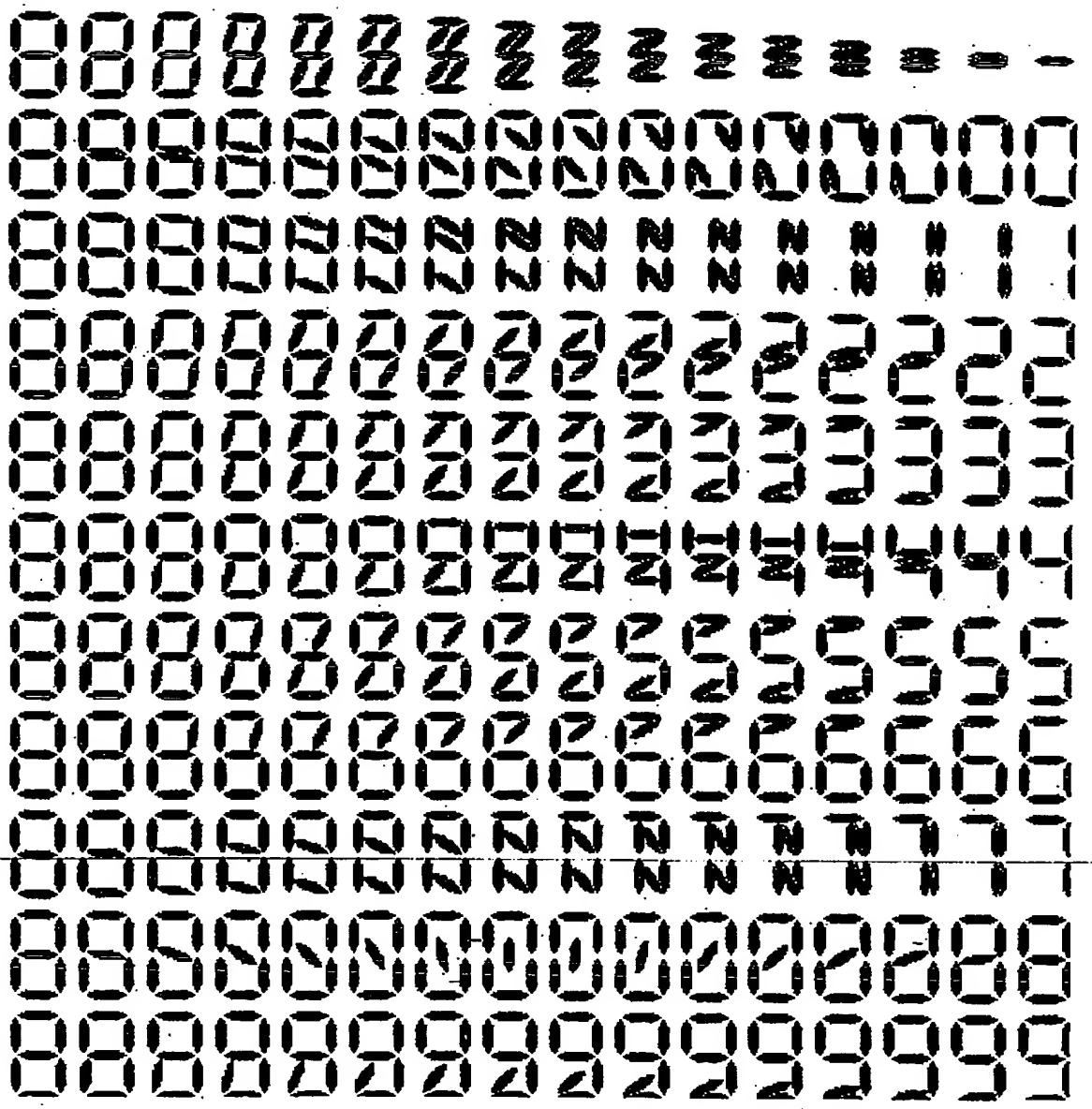

Fig. 29

Fig. 30